

Set Name Query  
side by side

Hit Count Set Name  
result set

DB=USPT,PGPB,JPAB,EPAB,DWPI,TDBD; PLUR=YES; OP=ADJ

<u>L22</u>	((overdraw\$ or redender\$) near7 edge)	3	<u>L22</u>
<u>L21</u>	L20 and (anti\$alias\$ near2 line)	1	<u>L21</u>
<u>L20</u>	(silhouette near7 edge) and (sharp near edge)	26	<u>L20</u>
<u>L19</u>	L17 and (polygon or primitive) and mesh	2	<u>L19</u>
<u>L18</u>	L17 and ((polygon or primitive) near7 mesh)	2	<u>L18</u>
<u>L17</u>	((determin\$ or detect\$) near9 (edge near discontinu\$))	67	<u>L17</u>
<u>L16</u>	L8 and ((determin\$ or detect\$) near9 (edge near discontinu\$))	2	<u>L16</u>
<u>L15</u>	L13 and alias\$ and antialias\$	3	<u>L15</u>
<u>L14</u>	L13 and discontinuity near5 edge	1	<u>L14</u>
<u>L13</u>	L8 and (((identif\$ or detect\$) near9 edge) same silhouette)	10	<u>L13</u>
<u>L12</u>	L11 and silhouette near7 edge	1	<u>L12</u>
<u>L11</u>	L10 and ((edge near5 detect\$) same discontinu\$)	12	<u>L11</u>
<u>L10</u>	L9	331	<u>L10</u>
<u>L9</u>	L8 and (render\$ near9 (imag\$ or object))	331	<u>L9</u>
<u>L8</u>	((polygon or primitive) near7 mesh)	703	<u>L8</u>
<u>L7</u>	(overdraw\$ same (anti\$alias\$ near line))	1	<u>L7</u>
<u>L6</u>	L3 and overdraw\$	1	<u>L6</u>
<u>L5</u>	L3 and (anti\$alias\$ near line)	1	<u>L5</u>
<u>L4</u>	L3 and (overdraw\$ same (anti\$alias\$ near line))	1	<u>L4</u>
<u>L3</u>	L2 and (alias\$ near7 (imag\$ or object))	24	<u>L3</u>
<u>L2</u>	(((polygon or primitive) near7 mesh) same render\$)	175	<u>L2</u>
<u>L1</u>	(((polygon or primitive) near7 mesh) same render)	42	<u>L1</u>

END OF SEARCH HISTORY